[0115] In the normal game state, a game replay is awarded if "REPLAY-REPLAY-REPLAY" lines up along the active line. Since the same number of inserted medals as the last game is automatically inserted if the replay is awarded, the player can play a game without betting medals.

[0116] In the normal game state or the normal game state in BB state, "Bell prize" is awarded if "BELL-BELL-BELL" lines up along the active line. Whether the prize is awarded or not when the internally winning of the "Bell prize" has occurred is determined based the table number, which will be described later, and the order of pushing the stop buttons **7**L, **7**C, **7**R by the player.

[0117] Specifically, the "BELL-BELL-BELL" lines up along the active line and the "Bell prize" is awarded only if the stopping operation is performed according to the order of operation corresponding to the table number selected from the six ways. If the stopping operation is performed by one of the other five orders, the "Bell prize" is not awarded.

[0118] In addition, it is possible that the "Plum prize" and the "Cherry prize" are awarded during the normal game state and the normal game state in BB state, and the number of medals to be paid out is as shown in **FIG. 7**.

[0119] If the internally winning of the "Bell prize" occurs during the normal game state, the "stopping operation assist-time (AT)", in which the order of the operation to acquire the prize is notified, is provided. Therefore, the player will certainly acquire the prize if the internally winning of "Bell prize" occurs during the "stopping operation assist-time (AT)".

[0120] **FIG. 8** is a diagram explaining an example of the "ceiling indicator", which indicates the process by which relieving of the player is implemented. The scale shown in **FIG. 8** indicates difference between the total number of consumed medals and the total number of paid medals. In other words, during the normal game state, since consumed medals are larger than paid medals normally, the level of the ceiling indicator increases accordingly until the bonus game is awarded. The ceiling indicator indicates the level "1" when BB is completed, and the relieving of the player, which is called "ceiling", is implemented as soon as it reaches the level "8".

[0121] Hereinafter, with reference to **FIG. 9**, the images displayed on the display screen **5***a* if the internally winning of the "Bell prize" occurs during the AT (assist-time), i.e., the images notifying the order of the operation, will be described. It is assumed in **FIG. 9** that the operation in the order of the "L-R-C" is required to acquire the prize.

[0122] The **FIG. 9** (1) shows the image to be displayed at the start of the game. The symbol of a bell is displayed on the left side area, which notifies that the internally winning of the "Bell prize" has occurred. Further, the "=LEFT=PUSH!" message is displayed below the symbol and notifies to push the left stop button **7**L as the "first stopping operation" to acquire the prize.

[0123] The **FIG. 9** (2) shows the image to be displayed after the "first stopping operation" is performed. The symbol of a bell is displayed on the right side area, and the "=RIGHT=PUSH!" message is displayed below the symbol and notifies to push the right stop button **7**R as the "second stopping operation".

[0124] The **FIG. 9** (3) shows the image to be displayed after the "second stopping operation" is performed. The symbol of a bell is displayed in the middle, and the "=CENTER=PUSH!" message is displayed below the symbol and notifies to push the center stop button **7**C as the "third stopping operation". If the first and second stopping operations are performed according to the messages displayed on the display screen **5***a*, the "BELL-BELL-BELL" lines up along the active line after the third stopping operation and then the "Bell prize" is awarded.

[0125] It is to be noted that in **FIG. 9**, as the mode of notifying the order of the operation, although the stop button to be pushed is notified one after the other, the order of the operation may be notified at once at the start of the game. For example, the "L-R-C" can be displayed on the display screen **5***a* as the order of the operation.

[0126] **FIG. 4** shows circuit configuration including a main controller **81** for controlling the processes of the game in the gaming apparatus **1**, peripheral units (actuator) electrically connected to the main controller **81**, and a sub controller **82** for controlling the panel display unit **5** as well as the speakers **21**L, **21**R based on the instruction transmitted by the main controller **81**.

[0127] The main controller **81** is mainly configured by a microcomputer **40**, and circuits for a random number sampling are added. The microcomputer **40** includes a CPU **41** for performing controls according to the preset program, and the program ROM **42** as well as a RAM **43** as a storing means.

[0128] A clock pulse generator **44** as well as a divider **45** for generating a base clock pulse and a random number generator **46** as well as a sampling circuit **47** for generating a random number to be sampled are connected to the CPU **41**. The sampling of the random number may be performed in the microcomputer **40**, i.e., the sampling may be performed on the program running on the CPU **41**. In this case, the random number generator **46** and sampling circuit **47** can be omitted, or they may remain to back up the sampling performed in the CPU **41**.

[0129] In the program ROM **42**, the probability-sampling table for the sampling of the random number performed when the start lever **6** is operated (a start operation), a "stopping control table" for determination of a stopped state of the reels depends on an operation of the stop buttons, and various instructions (commands) for transmitting to the sub controller **82** are stored. As for the commands, for example, there are a "demonstration display command", a "start command", an "all reels stop command" and a "winning command". These commands will be described later. Incidentally, the sub controller **82** does not transmit a command to the main controller **81**, and communication is initiated only from the main controller **81** to the sub controller **82**.

[0130] In the circuit shown in **FIG. 4**, as an actuator controlled based on a control signal transmitted by the microcomputer **40**, there are a hopper **50**, which accepts medals and pays out a prescribed number of medals as a game value serving means, based on instructions from a hopper driving circuit **51** and stepping motors **59**L, **59**C, **59**R for driving the spinning reels **3**L, **3**C, **3**R.

[0131] Further, a motor driving circuit **49** for driving the stepping motors **59**L, **59**C, **59**R, the hopper driving circuit